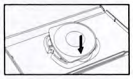
SILVERFALL

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

ULES-00808

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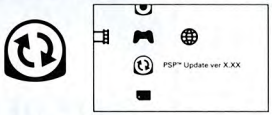
SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SILVERFALL

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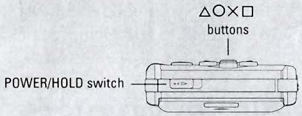
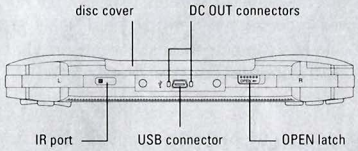
1 - GETTING STARTED





SETTING UP

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green.The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the **Silverfall** disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: On the language select screen please select your required language with the directional buttons and press the × button to confirm. The information in this software manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this software manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

The minimum free space required to save SILVERFALL will depend on the size of the inserted Memory Stick Duo™. A 32MB to 128MB Memory Stick Duo™ will require 224KB of free space in order to save. A 256MB to 2GB Memory Stick Duo™ will require 320KB.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

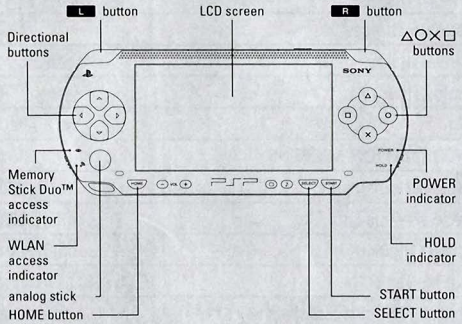
GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

2 - CONTROLS



MENUS

Menu Navigation	Directional Buttons
Select Menu Item	×
Back / Cancel	○

GAME CONTROLS

Move	Analog Stick
Escape stunned or frozen state	Quickly move analog stick
Zoom Camera In / Out	L (hold) + ↑ or ↓
Rotate Camera	L (hold) + → or ←
Realign Camera	R
Use primary skills	×, ○, △, □, depending on the equipped skills
Use secondary skills	L (hold) + ×, ○, △, □, depending on the equipped skills
Use Life Potion	← Button
Use Power Potion	→ Button
Contextual Action	↑ Button
Show dropped items' names	↓ Button
Lock target	R (hold)
Switch target	R again then hold
Pause Game	START button
Information Screens	SELECT button

DIALOGS

Choose dialog	↑ – ↓
Validate choice	✕
Cancel dialog	○
Dialog History	□

INFORMATION SCREENS

Cycle screens Right	R
Cycle screens Left	L
Screen Navigation	Directional Buttons
Exit to Game	○ or SELECT button
Rotate / Zoom character view	Analog Stick

INVENTORY

Equip / Unequip	✕
More info on item	□
Drop	△

GAME CONTROLS

More info on attributes	□
Level Up	△
Raise / Decrease Attribute Points	← – →
Change Attributes	↑ – ↓
Confirm Attribute Point Change	✕
Cancel Level up	△

SKILLS

Equip Skill	✕
Level Up	△
Raise / Decrease Skill Points	↑ – ↓
Change Skill within the branch	← – →
Confirm Skill Point Change	✕
Cancel Level up	△

MAP

Toggle World Map	□
Zoom In	△
Zoom Out	✕

QUEST LOG

Scroll through quests	↑ – ↓
Expand – Collapse quest	← – →
Quest History	□

3 - WHAT TO DO IN SILVERFALL?

Create your character, customize it and then begin an extraordinary adventure where your choices will change the face of Nelwë.

This adventure will be unveiled through Non Player Characters who will give you Main and Secondary quests. Main quests are mandatory to undertake in order to progress through the game.

On your way, you will encounter enemies that you will fight using your skills. Defeated enemies may drop items or gold that you can then pick up (use the ↑ button to see what has been dropped, use ↓ button to get it). These objects let off a small puff of smoke, so that you can see them more easily. At times during your exploration you will find chests. Press ↓ button to open them, they could contain gold, or even powerful magical items!

Each fight or quest successfully completed will give you experience points. These accumulated points will allow you to increase your character's level. At each new level you will earn Skill points as well as Attribute points that you can then allocate as you like. In this way you can make your character progress exactly as you want and face increasingly powerful creatures.

4 - BACKGROUND

4.1 THE ANCIENT TRADITION

The inhabitants of Nelwë mastered magic long before the oldest times of antiquity. Their elementalists, warrior magicians and necromancers learned to draw from the very essence of the universe the power which enabled them to shape the world to their will. Thankful for this, the Nelwëans deified the four

elements in a quartet of dragons: Aefis, the king of the air who commands the sylphs, Frakkir, the sultan of the volcano palace where the salamanders live; Elugh, the lord of the depths and the only lover of all the sirens; Toghon, the emperor of the titans who live in the bowels of the earth. From their interplay and their unions were born the world and the creatures that inhabit it. Myths tell of the goblins who, with their aptitude for iron-work, descended from Frakkir. The humans, malleable like clay, would become the children of Toghon. Aefis would be the grandmother of the fleet-footed elves while the grey-skinned trolls would be born in the depths of the lakes created by Elugh.

Each race, each country and even certain cities have their pantheon of gods or patron saints, occasionally numerous ones (like the warrior trolls of Cloudworks, who systematically canonise dead fighters who are thirty years of age or older), but none of them know the universal radiance of the Four Dragons. Previously each city had its own elementalist temple. There they venerated the demiurgic quartet, but they also taught magic to those who had the talent. The most gifted among the elves would become elementalists, the elite among both the intellectual and the religious of Nelwë. But times have changed. Today there are only two elementalist temples: one at Silverfall, the capital of the enlightened kingdom of Egreïd, and the other in the magical city of Blazis, on the volcanic isle of Forge.

4.2 THE SCIENTIST REVOLUTION

With time, the technology of the people improved and increasingly useful and more powerful inventions came to ease the load of the peasants. The invention of the steam boiler by the goblin master craftsman Oplimous in 585 of the second Magma Era set off a veritable industrial revolution, creating a new form of serfdom. The workers do not have a better life than the day labourers of old. The governments, in contrast, have seen their commercial and military power increase ten-fold by the new means of production.

Whether by political will or due to lack of resources, all the peoples of Nelwë have not yet attained the same level of industrial power. Some voices, often labelled as "retrograde" by the progressive lobbyists, rise up to defend ancient traditions. The evolution of the societies has a tendency to leave behind the elementary tradition, and very often it is the priests who advocate reasoned progress and even the categorical refusal of all science.

4.3 THE SAVAGE WAY AND THE RETURN TO NATURE

In 658 of the second Magma Era a terrorist movement appeared named the Surveyors of the Savage Way. Founded by an illuminated elf by the name of Falael the Prophet who said that he had been entrusted with a divine mission, it quickly made disciples in all Nelwë. Burning the coal warehouses and assassinating the industrial barons, the followers of savagery within a few years resembled a veritable nation of outcasts of progress. Allied with the Beast-men, Falael founded in 672 - on the ruins of the scientist duchy of Steelight - the Savage League, a territory where only natural law rules. Under the leadership of the druids, the population of the League worship the Mother of the Woods (the horned woman/ woman of the forests), deifying nature.

5 - CHARACTER'S STATISTICS AND ABILITIES

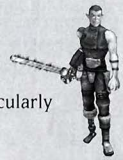
A Character is defined by their race, gender, name and attributes.

5.1 THE RACES

Once enemies, the four dominant races are today capable of coexisting, sometimes in close cooperation. The majority of the kingdoms are dominated by a race, although some are comprised of a combination of different races more or less accustomed to living together.

Humans

The humans are similar to those of our world. All of them are as skilled with magic as with arms and adapt faster to their environment and to knowledge than the others.



Elves

The elves are smaller and frailer than the humans. Inherently magical, they are particularly formidable archers.

Trolls

The Trolls are large and strong creatures with projecting jaws and pronounced builds. They are without contest the best and most powerful combatants of Nelwë.

Goblins

The goblins have a greenish hue and are quite small. Their apparent weakness is nevertheless compensated by an incredible constitution.

5.2 ATTRIBUTES

Life

When a character arrives at zero life points, he or she dies. Life points will regenerate naturally over time at a rate that depends upon Life Regeneration.

Power

Power represents the energy characters need to use their skills. Each time a skill requiring power is used, it empties by a small amount. At zero, characters can no longer use spells or techniques. It regenerates through Power Regeneration.

Experience

Number of Experience points gained through the game. When reaching a certain amount of points, the Character can level up. Experience Points are then reset.

Gold

The amount of gold that you have collected.

Main Attributes

All characters have four main attributes that modify sub-attributes.

- **Strength:** Principally increases Physical Damage and the weight of items you can carry (Inventory Max). Slightly increases Speed and your Life.

- **Intelligence:** Principally increases Magical Damage and Power Regeneration. Slightly increases your Power and Critical Multiplier (damage multiplier applied on Physical or Magical Critical hits).
- **Constitution:** Principally increases Magical Resistance and Life Regeneration. Slightly increases your Life and Power.
- **Agitlity:** Principally increases Physical Resistance and ranged Physical Damage. Slightly increases Speed and Critical Multiplier.

Other sub-attributes

- **Bleed Damage:** amount of poison / wound / curse damage applied over time on one specific hit
- **Bleed Resistance:** ability to resist bleed damage
- **Magical Critical Chance** (chance to make a magical critical hit)
- **Physical Critical Chance** (chance to make a physical critical hit)
- **Interrupt Chance** (chance to interrupt target)
- **Interrupt Resistance** (chance to escape an interrupting hit)
- **Stun Chance:** chance to stun target on one specific hit
- **Stun Resistance:** chance to resist a stunning hit
- **Magic Find:** ability to find better items. This attribute also increases along with character progression.

Those attributes are modified by carried items.

5.3 NATURE AND TECHNOLOGY LOYALTIES

The world of Nelwë has been, since the invention of the steam machine, divided into two opposing philosophies: the supporters of nature and the supporters of science. And the moment has come where everyone must choose a camp.

The way of Technology focuses on progress; they master steam, electricity, flying machines and alchemy, but tend to seriously neglect their environment. The progress that is made hinges on nature.

The way of Nature preaches a return to the earth and ancient animist traditions. All forms of technology should be destroyed since they are harmful. Communion with the environment and respect of the balance of nature is fundamental. But this harmony with nature includes no notion of progress.

While at the beginning of the game the player belongs to one of the neutral factions, you will have to choose a side during your adventures. Numerous secondary quests, as well as numerous dialogues and path items (leaf or cog) will allow you to earn loyalty points for one side or the other.

To see the development of your character, look at your character page. The loyalty bar indicates if you lean towards Technology or Nature.

The consequences of loyalties

The way chosen not only impacts the welcome that the non-player characters will extend to you, but will also give you access to different skills specific to one path or the other. This will also allow you to use the equipment linked to these paths.

5.4 EQUIPMENT

Weapons:

- Hand (HD) weapons
- One Handed (1H) weapons
- Two Handed (2H) weapons, with Staves (ST) making low Physical Damage but adding Magical Damage
- Ranged weapons: Bows (RB), Crossbows (RC), and Rifles (RG)

8 different types of equipment:

- Head Gear
- Body Armour
- Gloves
- Boots
- Shields
- Rings
- Necklaces

Equipment can modify players' attributes. Equipment and weapons are also differentiated in four categories: common, uncommon, rare, legendary, which are linked to their probability of appearing in a level and which carry increased power and interest.

5.5 SKILLS

You can learn many skills by investing Skill Points in them. At Level 1 a Skill is learnt and can be used, at Level 10, it has its full efficiency. When you gain Skill Points to distribute (at Level Up) you can learn new skills or reinforce the mastery of others (1 point to gain mastery or to learn a skill).

There are 4 main trees:

Combat, which is divided into 3 branches of 8 skills: Melee, Ranged, Technique

Magic, which is divided into 3 branches of 8 skills: Elemental, Light, Dark

Nature, whose 8 skills are dependent on Nature Loyalty

Science, whose 8 skills are dependent on Science Loyalty

In each branch, some skills are unlocked at the beginning of game. Other skills will unlock at specific character levels and only if some points have already been spent in previous skills.

6 - STARTING THE GAME

A profile contains a character with all their characteristics, their quest progression, and the user's option preferences. The most recently used profile is automatically loaded at game start.

The first time you launch Silverfall, you will be sent to the profile page. Select New Profile to create your character. The other sections of this menu will be used only after you have already created a profile.

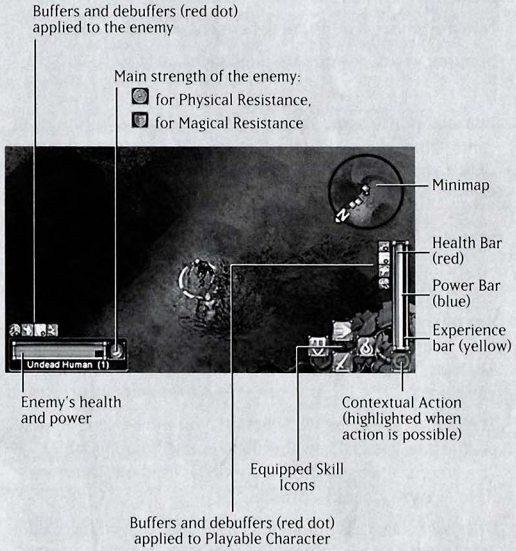
Once you have customized hair style, hair colour, face, skin colour and name, confirm your character creation. You will then be sent to the main menu.

7 - MAIN MENU

- **Profiles:** Go to the Profile Menu where you can create a New Profile, Load a Profile, Save a Profile or Delete a Profile.
- **Solo Campaign :** Start or resume the solo campaign.
- **Multiplayer AdHoc :** Start a 2 Player Cooperative game or a PvP session for up to 4 players.
- **Options :** Modify the sound options
- **Extras :** View the credits, see unlocked bonuses or get the PvP record of the current profile.

8 - GAME SCREEN AND INTERFACE

8.1 IN GAME HUD


Buffers and debuffers (red dot) applied to the enemy
Main strength of the enemy:
for Physical Resistance,
for Magical Resistance
Minimap
Health Bar (red)
Power Bar (blue)
Experience bar (yellow)
Undead Human (1)
Enemy's health and power
Contextual Action (highlighted when action is possible)
Equipped Skill Icons
Buffers and debuffers (red dot) applied to Playable Character

8.2 INVENTORY

Press Select to go to the inventory. Use L and R to move through the sections. Use the directional buttons to highlight an item and use the according buttons to handle it.

The inventory is divided into 7 tabs.

- **Weapon:** to manage your weapons
- **Armours:** to manage your amour
- **Misc.:** to manage backpacks, jewellery and potions
- **Attributes:** to see your attributes / upgrade them at level up
- **Skills:** to upgrade them at level up / equip them
- **Map:** to have a global view of the level
- **Quest log:** to see which quests you have undertaken

To equip skills

Use ⬆ button and ⬇ button to scroll through the different branches.

Use ⬅ button and ➡ button to scroll through the skills of one branch.

To equip a skill, select it, press ✕ and then assign it to one of the buttons with ✕ again.

9 - NON PLAYING CHARACTERS

Non Playing Characters can talk to you and give you quests. To open up a dialog with a NPC, press the down button when the interaction icon is highlighted.

Quest status

When a Non Playing Character has a quest to offer, a green **!** floats over their head.

When you have taken the quest, the **!** disappears. In the Inventory Map, the objective for the quest appears as an Orange (main) or Blue (Secondary) dot.

An orange **?** floating over an NPC indicates that they have dialog for a quest you have in progress.

A green **?** floating over an NPC indicates that they have dialog for a quest that you have completed.

Merchants

When interacting with a Merchant, their item menus will open. Scroll through their and your item menus with L or R.

Sages

Players who have chosen the wrong branch of progression and who wish, for example, to try magic after having been warriors can achieve this change without needing to create a new character, and sages are added into the villages for this purpose. Their primary role is to help players recover all the skill points they have gained along the way toward achieving their level, so that they can reallocate them to more appropriate skills or attributes.

Choose the skill you want to remove points from, then press ✕ to confirm that you want to pay the needed price for it.

10 - QUICK STRATEGY GUIDE

Watch the Contextual icon (circle on bottom right): when it's lit, you can interact with objects (to loot items, activate triggers, or load a new map) and NPCs (to talk) by pressing the ↓ button.

Lock enemies: The locking system enables you to easily move around your target. When continually pressing the lock button (R button), the system locks the nearest enemies in front of you. You can then switch to other targets in front of you by quickly pressing the R button again.

Realign the camera whenever it suits you by quickly pressing the lock button (R button).

Use your skills, be prepared for all situations. You can freely assign up to 8 unlocked skills (at least one point spent in the skill) from the inventory page. These skills enables you to get rid of enemies that have different speed, preferred strategy (ranged / melee), damage type (physical / magical) and resistances (physical / magical). Use the L button to access the 4 extra assigned skills.

Don't forget the potions. Drinking, like breathing, is vital!

To escape stunned or frozen states, quickly move the analog stick.

Find chests. Chests drop interesting loot.

Watch your power gauge (blue bar on the right). An empty gauge leads to a stunned state!

11 - MULTIPLAYER GAMES

Silverfall can be played up to 4 players in Ad Hoc mode. This connection is for players who are all within short distance of one another (less than 10 meters), such as in the same room. In this type of game, the players' PSP® systems communicate directly with one another and no additional hardware is required.

Note: in multiplayer games, the Pause mode doesn't pause the game.

11.1 COOPERATIVE MODE (2 PLAYERS)

In this mode, the server is the only one that can take main and secondary quests and save the quest progress. The client is a helping hand. From their point of view, this mode is good for getting new loot items and discovering the game in advance.

Characteristics

Server loads the last map that was visited.

Like in solo, depending on the previously activated checkpoint, server or player, if dead, will be respawned to this checkpoint.

Both server and client can loot (mobs, chests).

Only the server can interact with the environment (doors, NPCs, teleports).

However the client can interact with merchants and sages.

When server teleports, client teleports to the same map.

Experience is awarded as well as Nature / Technology points.

11.2 PLAYER VS PLAYER (UP TO 4 PLAYERS)

Players fight each other until one reaches a kill limit and/or max round duration has been reached. While none of these conditions have been met, any dead players will continue to respawn.

12 - CREDITS

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Jérôme Gastaldi

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Associate Producer
Viktor Sinenko

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Programmer
Christophe André

Network Programmer
Frédéric Ménez

Additional Programming
Laury Michel

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Arnaud Simon-Laforest
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Jeniya Lisunov

Lead Animator
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Thomas Iacobone

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Julia Salmon
Cécile Maillard

Script engine: Lua Copyright © 1994-2005 Lua.org, PUC-Rio

NOTES

NOTES

CUSTOMER SERVICE NUMBERS

Australia *(Calls charged at local rate)	**1300 365 911***
Belgique/België/Belgien Tarif appel local / Lokale kosten	**011 516 406**
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